

MILESTONES



NEWBORN AND HOMECOMING PHASE

Welcome home! Time to bond and get to know your baby. This is a period for your dog to adjust to your baby by observing from a distance. Be sure to have yummy treat dispensing toys or other activities readily available to give your dog something to do.



ROLLING OVER

Wow! Your baby is growing quickly. Time to end the use of indoor tethers and implement other management options. Your dog may be curious or a bit unsure of this new skill. Continue to reinforce your dog for desired behaviors throughout daily routines.



GRASPING, REACHING, AND PULLING TO MOUTH

Babies love exploring the world with their hands and mouths. Have a plan for your dog's food, toys, and body. Consider your baby's access to your dog when in various pieces of equipment such as swings, bouncers, and exersaucers. These may increase unintended contact between curious dogs and exploring hands.



SITTING

Your baby is getting strong! Your dog may be confused or try to engage your baby in play. Be sure to use active or proactive supervision at all times. Remember: dog and baby on the scene, a parent in-between.



CRAWLING

Your baby is on the move! This is a stressful adjustment for many dogs. Make sure your dog's food, water, and toys are out of your baby's reach and your dog has a kid-free, safe place to relax. This is a time when grumble zones and growl zones become particularly relevant. Crowded spaces equal grumpy faces!



STANDING

Ensure your baby isn't using your dog to stand. Gates, ex-pens, and crates can help dogs feel more comfortable and increase safety as your baby works on this exciting gross motor skill. The increased mobility and frequent falls require a new, heightened level of management.



WALKING AND TODDLERHOOD

In the early stages of walking, babies are prone to unpredictable movement, which may startle or frighten your dog. Use success stations and remember, invites decrease bites! Continued modifications to management may be required as your baby grows. Babies grow, dogs age...adjust at every stage!